### **SFB BR 900-08**

# **Project Application Form**

## **Building Renewal Grant Application**

**Initial Submission Date:** 7/26/2013 12:46:48 PM **Application ID:** 636

**Resubmittal Date:** 

Please provide as much of the requested information as possible. SFB staff will assist in developing required information that is not currently available.

**District Name:** Tuba City Unified District

**Superintendent:** Dr. Harold Begay

Contact Person: Paul Huber

**Contact Phone Number:** 928 380-6138

Contact Email: phuber@tcusd.org

School Site: Tuba City High School

**Buildings:** 1001 100

1002 200 (To be replaced with DC)

#### **Description of Problem**

Please include a detailed description of the issues, as well as a description of and a copy of any professional studies, citations or reports from government entities, recommended solutions, and any cost information or estimates. If additional space is needed, please attach.

Two cold water supply pumps are not operational at this time, one has a shortend motor the second one has a lot of vibaration. both pumps need to be replaced on order to cool the building properly. in addition the VFD's of those pumps are not operatinal and will need to be replaced. at the current time we have one budgetary esitmate for \$ 16,901 for replacing one pump. the total estimate for both pumps will be \$ 34,000

**Project Category:** HVAC

Are any of the above-described issues in buildings or part of buildings that are leased to another entity, including a district sponsored charter school? N

#### **Available Funding**

Current unencumbered building renewal fund balance (Fund 690):	\$0.00
Amount of Local funds planned for this project	\$0.00

Please outline any associated insurance coverage.

the school	ol does not sufficient	t funding to repair the pumps	
Liaison:	Breuer	gbreuer@azsfb.gov	602-542-6139
	Superinten	dent Printed Name	_

7/26/2013 12:46:47 PM 1

# **Building Renewal Grant Application**

Superintendent Signature	Date
<del></del>	

7/26/2013 12:46:47 PM 2